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communication system including a headend that receives the broadcast signal and that sends programming to a plurality of hubs with each hub sending the programming to at least one node that distributes the programming to end users, the method comprising:

receiving the signal at the headend;

establishing a buffered storage queue at the headend that receives the signal; and

transmitting a stream from the headend, the stream passing through a hub and through a node to reach an end user, the stream being derived from the signal, and the stream originating from a user selected playback point in the buffered storage queue.

13.   (Amended)   The method of claim 11 wherein the stream is being received and played at a destination, the method further comprising:

in response to a user at the destination requesting to pause, sliding the user selected playback point within the queue at such a rate to cause the playback point to remain substantially stationary in time; and

in response to a user at the destination requesting to resume, stopping the sliding.

14.   (Amended)   The method of claim 11 wherein the stream is being received and played at a destination, the method further comprising:

in response to a user at the destination requesting to rewind, sliding the user selected playback point within the queue at such a rate to cause the playback point to move backward in time; and
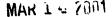
in response to a user at the destination requesting to resume, stopping the sliding.

15.   (Amended)   The method of claim 11 wherein the stream is being received and played at a destination, the method further comprising:

in response to a user at the destination requesting to fast-forward, sliding the user selected playback point within the queue at such a rate to cause the playback point to move forward in time; and

in response to a user at the destination requesting to resume, stopping the sliding.

16.   (Amended)   The method of claim 11 wherein the stream has a destination, and wherein the method further comprises:

receiving the stream at the destination;

establishing a buffered storage queue at the destination that receives the stream; and

in response to a user selecting a desired position in the destination buffered storage queue, playing the stream at the destination from the desired position in the destination buffered storage queue.

18.   (Amended) A system for manipulating a broadcast signal, the system comprising:

a communication system including a headend, a plurality of hubs and a plurality of nodes that distribute programming to end users, the headend receiving the signal, the headend being operative to establish a buffered storage queue at the headend, and the headend being further operative to transmit a stream from the headend, the stream passing through a hub and through a node to reach an end user, the stream being derived from the signal, and the stream originating from a user selected playback point in the buffered storage queue.